

```

package bingogame;

import java.util.Scanner;
import java.util.Random;
/**
 *
 * @author mtsguest
 */
public class BingoGame {

    /**
     * @param args the command line arguments
     */
    public static int totalGamesWon = 0;
    public static BingoCard myCard;

    public static void main(String[] args) {

        String playAgain = "yes";
        Scanner keyboard = new Scanner(System.in);

        do
        {
            myCard = new BingoCard();
            System.out.println("\nHere is your new BINGO Card...Good Luck! ");
            System.out.println(myCard);
            playGame();
            determinWinner();
            System.out.println("Would you like to play again? ");
            playAgain = keyboard.nextLine();
        } while (playAgain.equalsIgnoreCase("yes"));

        System.out.println("You won " + totalGamesWon + " Bingo games.");

    }

    /**
     */
    public static void playGame()
    {
        // int randomNumber = 0; // do i need this?
        int ranNum;
        Random myRan = new Random();
        for (int i = 0; i < 100; i++)
        {
            ranNum = myRan.nextInt(75) + 1;
            myCard.checkBingo(ranNum);
        }
    }
}

```

```
    }  
}  
  
/**  
 *  
 */  
public static void determineWinner()  
{  
    boolean isWinner = false;  
    isWinner = myCard.gotBingo();  
    if (isWinner)  
    {  
        System.out.println("BINGO!");  
        totalGamesWon++;  
    }  
  
    System.out.println("Here's your game results: ");  
    System.out.println(myCard);  
  
    System.out.println("So far, you have won " + totalGamesWon + ". ");  
    System.out.println("*****");  
}  
  
}
```